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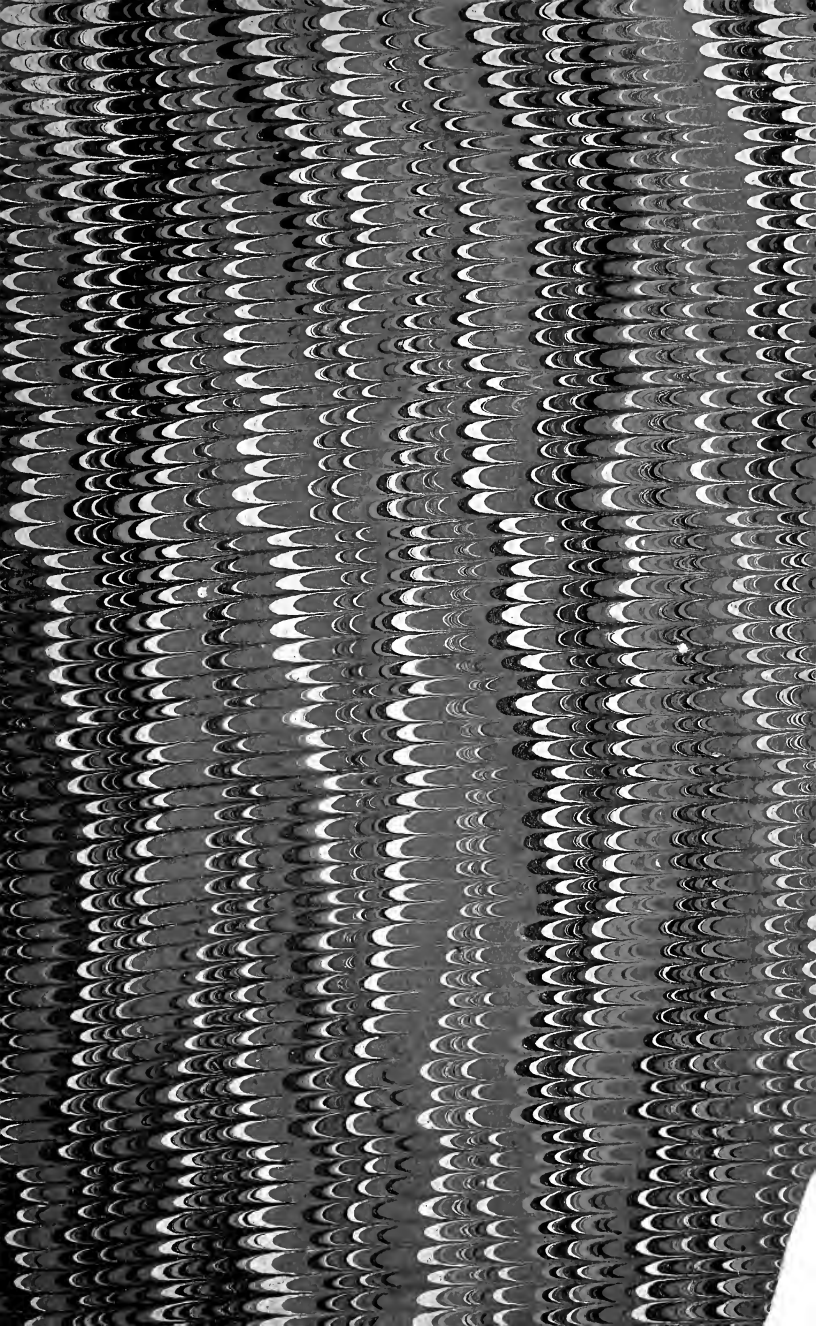
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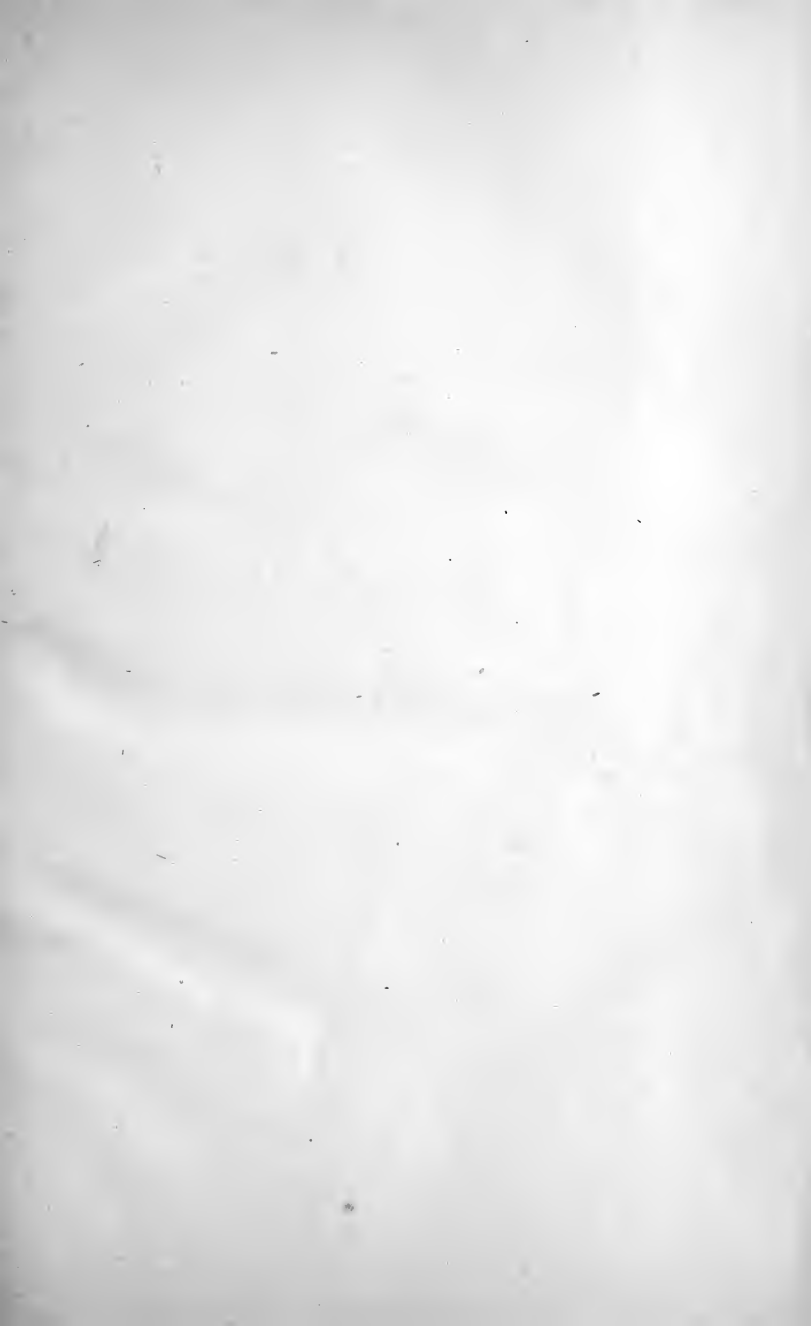
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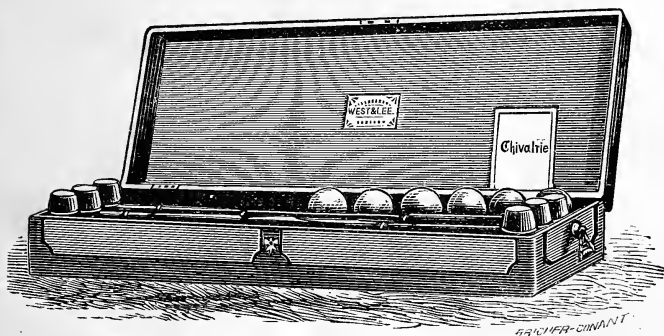


THE

WEST & LEE GAME AND PRINTING CO.'S

ILLUSTRATED CATALOGUE OF

CHIVALRIE



WITH THE

RULES OF THE GAME.

Patented October 21st, 1873.

WORCESTER, MASS. A

PRINTED BY WEST & LEE GAME AND PRINTING CO.

1874.

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INTRODUCTION.

THIS elegant amusement first introduced to the public late in the summer of 1873, was at once received with great favor, as presenting not only a new, but far more beautiful game than any that has ever preceded it, and although no particular effort was made to bring it before the people, yet from the few games made and sold (mostly to the elite of the watering places), it gained *unsolicited* through the editorial columns of such papers as the N. Y. Herald, Times, Commercial and others, an almost unprecedented celebrity on both sides of the Atlantic.


We shall endeavor in this Catalogue, to make Chivalrie clear to every understanding, that all may become proficient in a mode of amusement which cannot fail to be a source of health and happiness. Believing that a game combining all the healthful exercise of Croquet, with a new and much more attractive method of playing, still remaining simple and easily learned, will be at once received into favor, without further introduction we present "*Chivalrie*."

WEST & LEE GAME AND PRINTING CO.

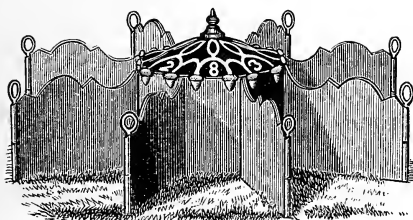
WORCESTER, MASS., 1874.

To the Trade.

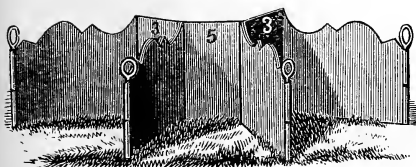
NO expense or time has been spared to present to the public a game that will fully meet the requirements of the most fastidious purchasers. Like Chess it admits of a multitude of combinations, to which game it has aptly been compared, and the comparison of Chess to Checkers, has been used as illustrating the standard of Chivalrie to other games of a like character, such as Croquet, &c.

 The winners of a game of Chivalrie accomplish that end *by count* as in *Billiards*, not by being *the first party out*. The players who succeed in gaining those compartments bearing the largest count being the skilled ones.

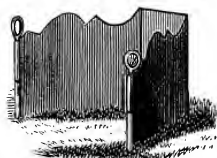
Number O.



THRONE.—SET NO. 0.



CASTLE.—SET NO. 0.



BASTILLE.—SET NO. 0.

Since our Catalogue was first issued, so numerous and urgent have been the appeals of our patrons, requesting us to “get up cheaper sets of Chivalrié,” “No matter if they are not so heavy and ornamental, if the GAME is the same,” that we now present set No. 0. The cuts on this page represent the Throne, Castles and Bastilles of this set, which are of metal, strong and durable, neatly painted and varnished. Porté and Gardé are of wire, the balls and mallets of rock maple. The pieces are smaller than in No. 1, and can be set nearer together, a great advantage on grounds of limited dimensions. Those of our patrons who have Croquet sets, and can furnish their Balls, Mallets, Sortie, (starting stake,) Porté and Gardé, (two wire wickets,) can buy the appurtenances of this set consisting of Throne, three Castles, two Bastilles and book containing rules and directions for setting up &c., for \$4.00. They will thus procure a complete set of this elegant game at a small expense.

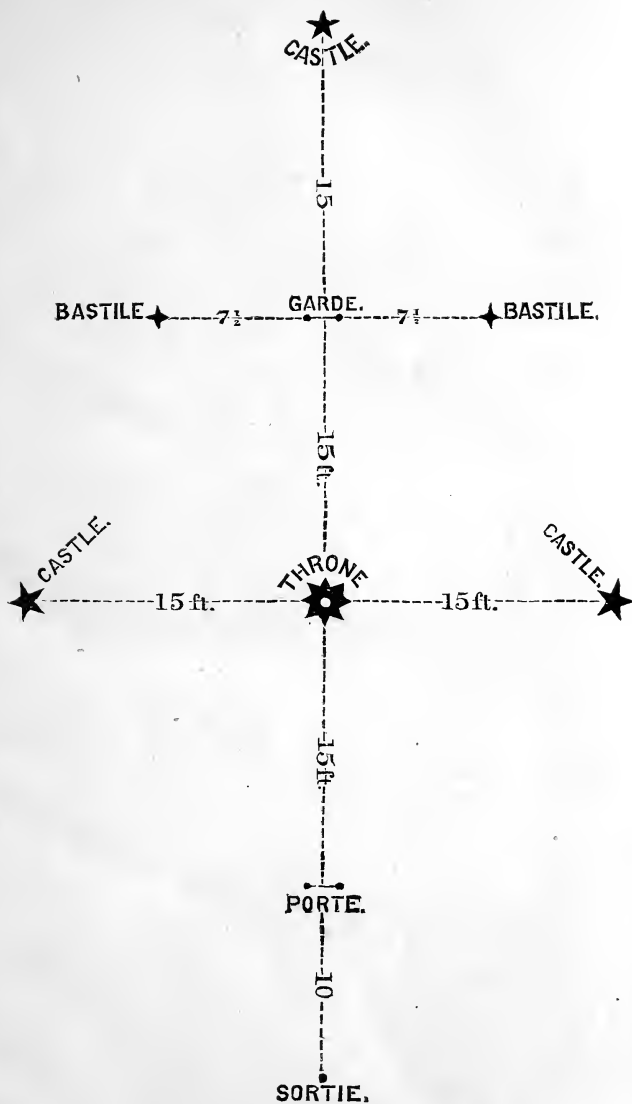
The three Castles and Bastile are so constructed as to be taken apart and packed in a very small space, and can be sent by express for a trifling amount.

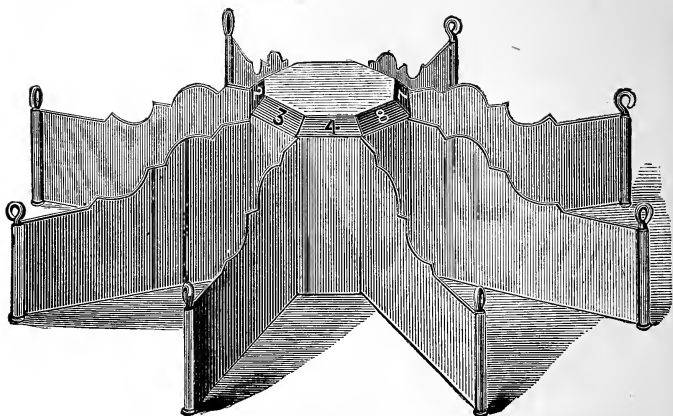
To insure getting your games in time, the order should be sent *now*, for even thus early in the season we are nearly a month behind on orders, and our rule is "first come, first served." We are adding new machinery and shall be up with the demand, in a short time if orders do not increase too fast.

Please be explicit and state at what *time* (putting it well along) you want the game sent. If at the expiration of the time designated we cannot fill the order, we will return the money. Send by Registered Letter or P. O. Money Order.

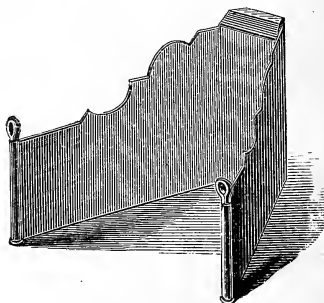
Price of No. 0, full set with case,	\$8.00.
" " without Balls, Mallets or Wickets,		
packed in bundle,	4.00.

WEST & LEE GAME CO.

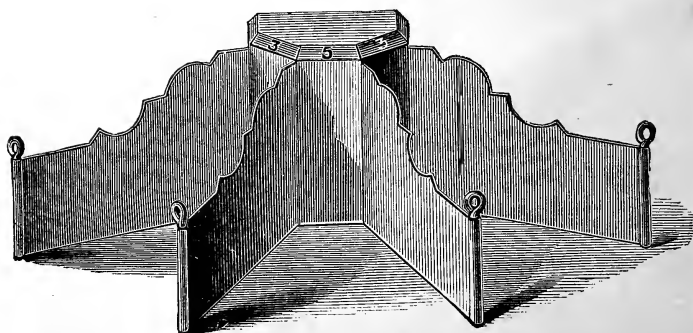




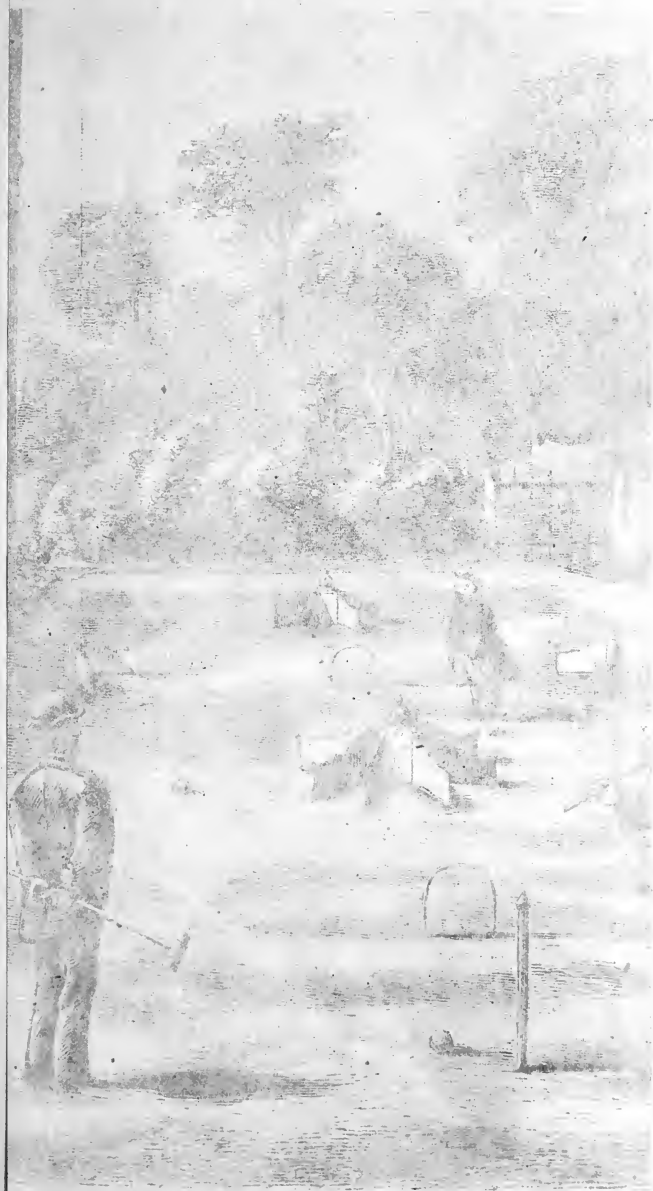
THRONE.—SET NO. 1.

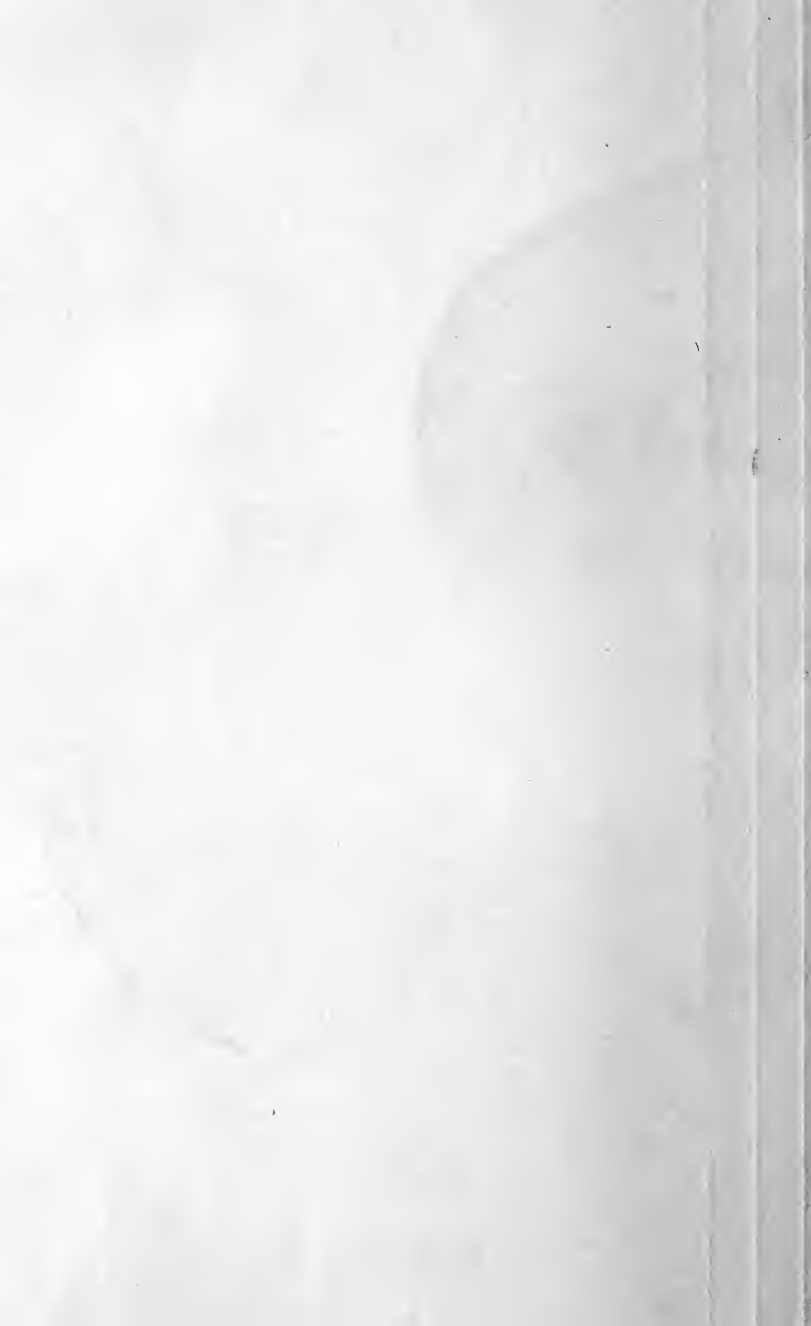


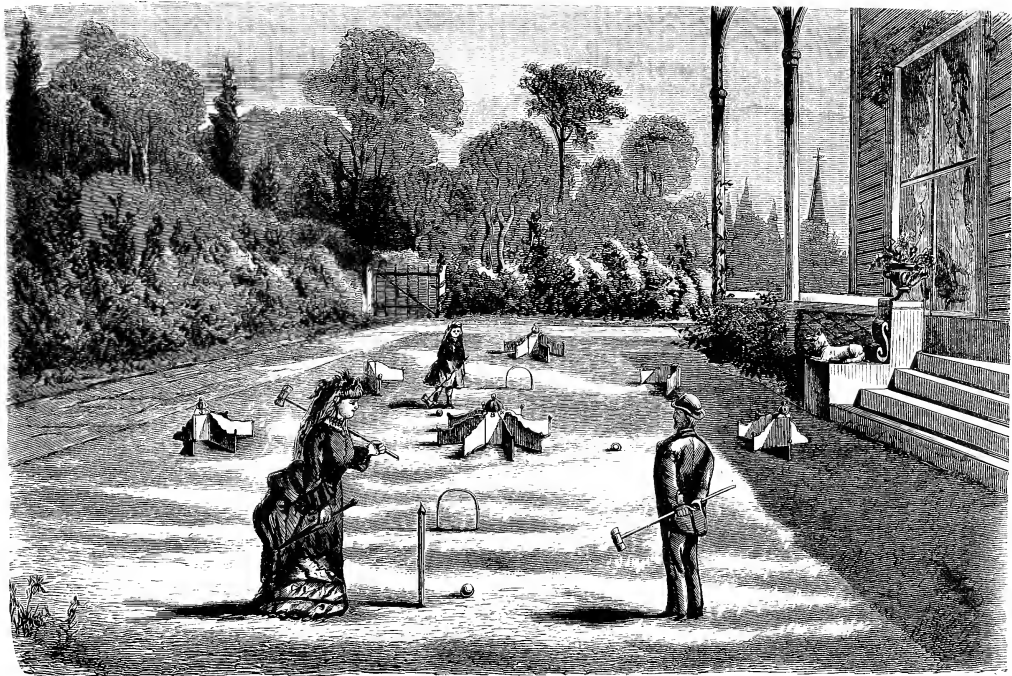
BASTILE.—SET NO. 1.



CASTLE.—SET NO. 1.







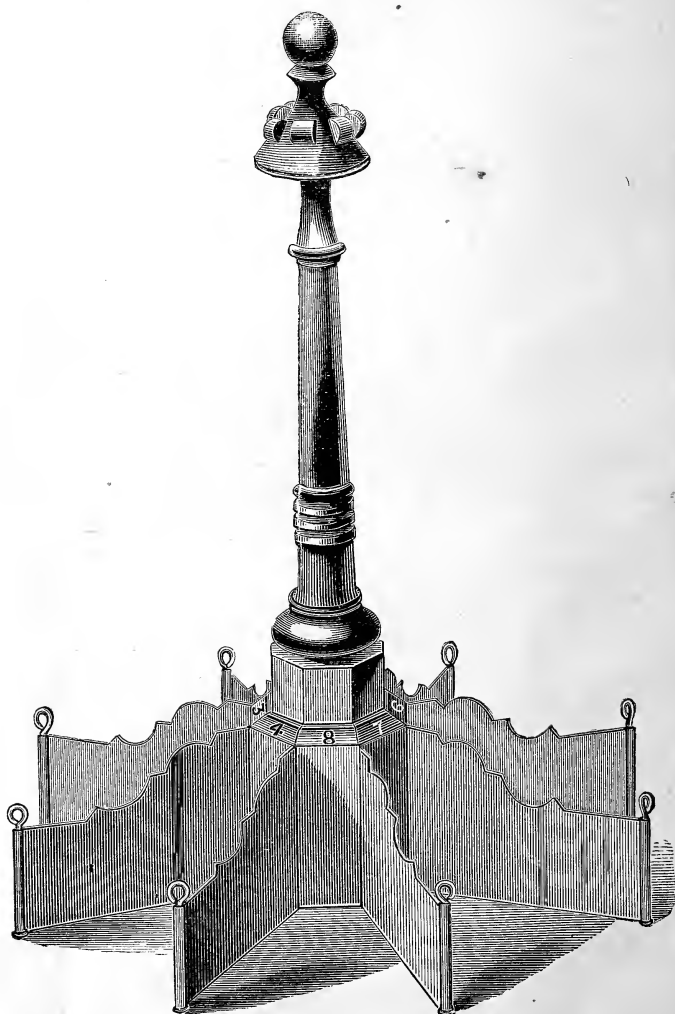


Number 1.

The cuts on the preceding page represent fully one of our cheap and desirable styles of this elegant and popular game. All pieces composing it are made in the most durable manner. The bases of the Throne, Castles and Bastiles being of wood, and the wings of metal neatly painted, and capable of withstanding any exposure to the weather. The balls and mallets are of rock maple, oil finished, the Porté and Gardé being of wire.

This game, closely packed, will be sent to any portion of the United States, on receipt of the price, \$12.50.

Orders from the trade, accompanied by proper references, will receive prompt attention.



THRONE.—SET NO. 4.





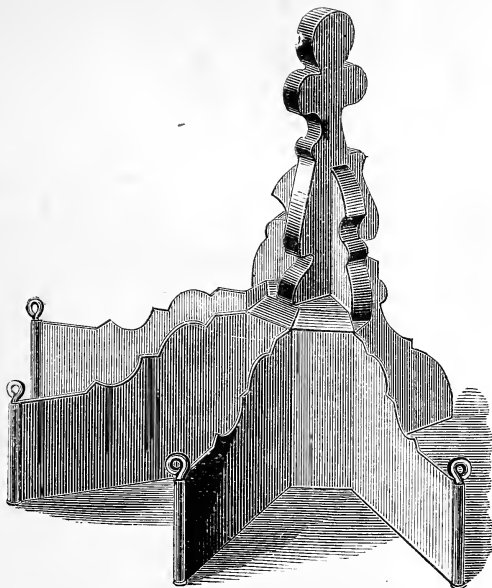




Number 4.

We especially invite attention to this set as being one of the most desirable we are manufacturing. — Combining ornament with perfect utility, its price adapts itself to the needs of those not desirous of incurring large expense in embellishing their lawns.

The balls and mallets are of rock maple, finished in oil and varnish. The Throne, Castles and Bastiles having wooden bases with ornamental tops and finished metal wings. The arches, Porté and Gardé, are of galvanized wire.

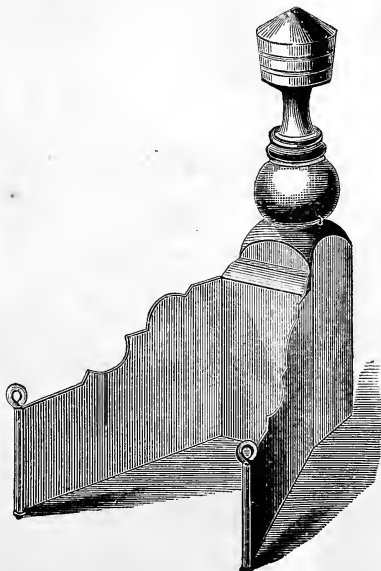


CASTLE.—SET NO. 4.

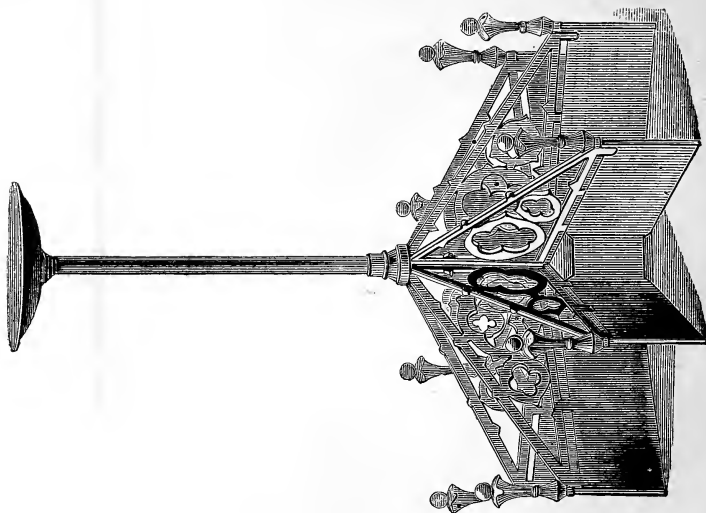
Orders from the trade will receive our attention.

A game will be sent by express, to any part of the United States, on receipt of the

Price, . . . \$25.00



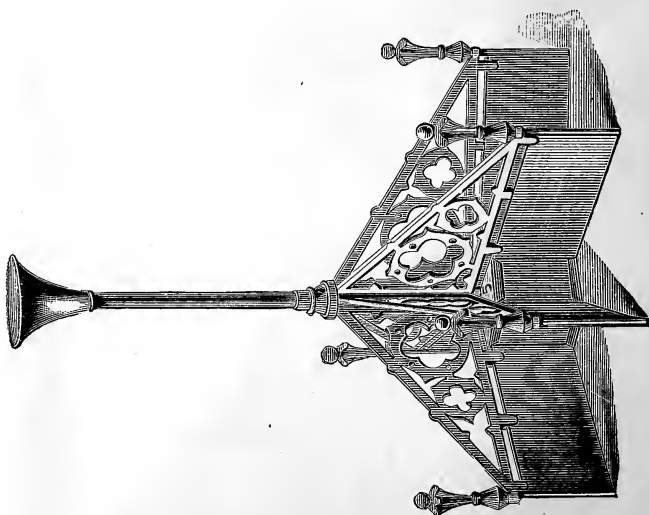
BASTILE.—SET NO. 4.



THRONE.—SET NO. 7.

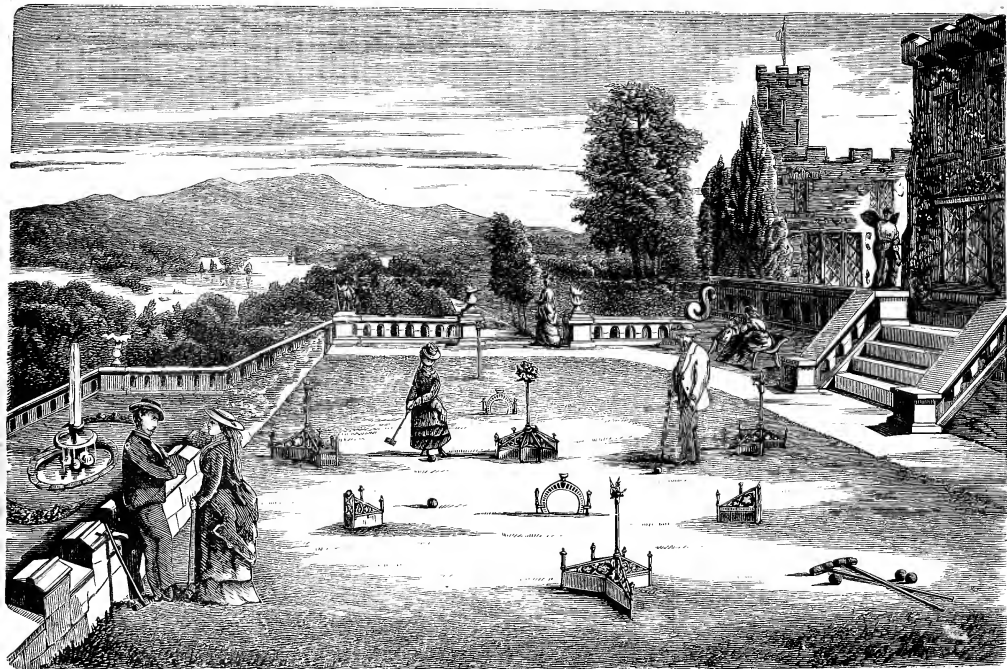


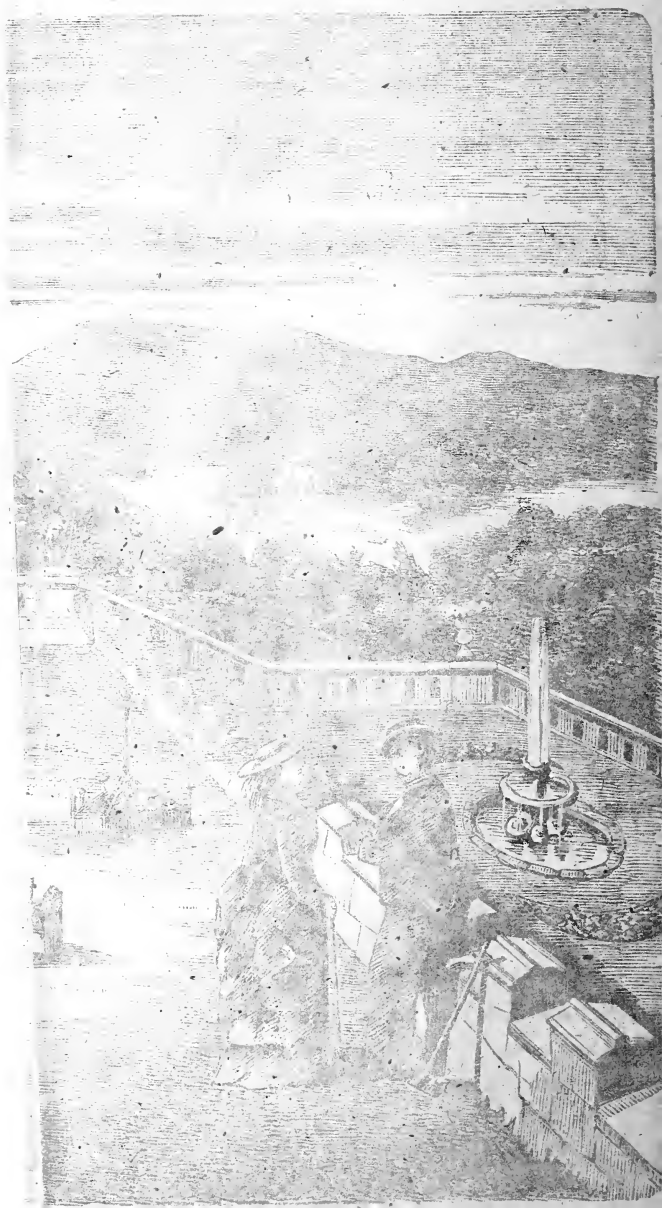
SORTIE.—SET NO. 7.

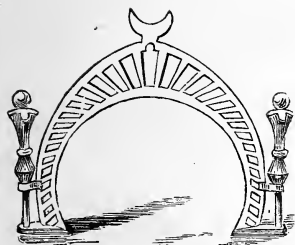


CASTLE.—SET NO. 7.

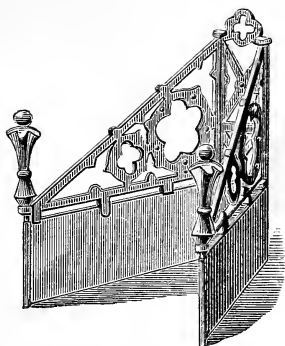








PORTE.—SET NO. 7.



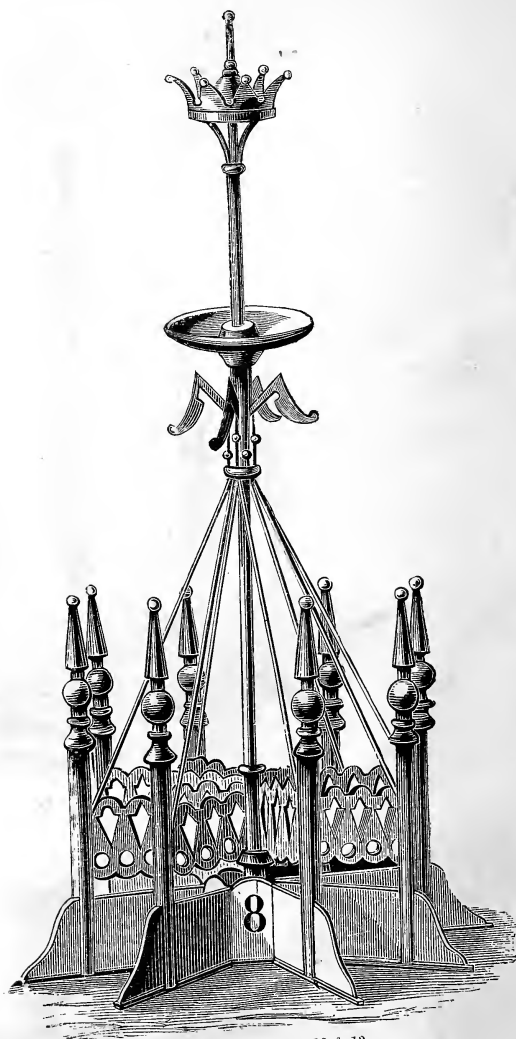
BASTILE.—SET NO. 7.

Number 7.

In this elegant set the pieces are all composed of Malleable Iron, very highly ornamented having counting dials to correspond. Aside from its unrivalled excellence as a game this set can be used as a unique and tasty ornament for the grounds upon which it is placed, the Throne and Castles surmounted by cups or flower vases, in which running vines can be trained in such manner as not to injure in the least its utility in playing. Will be sent to any portion of the United States on receipt of the

Price, \$50.00.

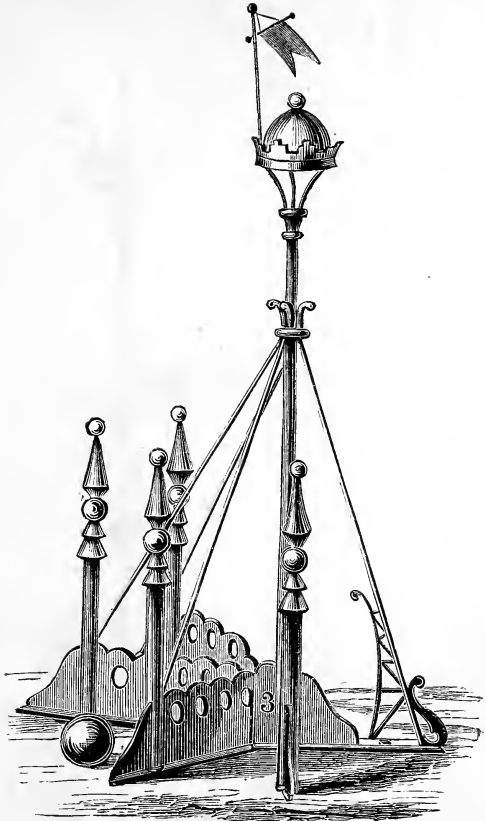
Dealers in games will find this one of the most desirable and best selling styles we are manufacturing. The weight of this set is about 100 lbs., and is packed in two cases, the Balls and Mallets occupying one.



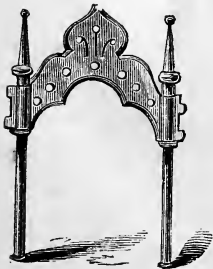
THRONE.—SETS NOS. 10 & 13.



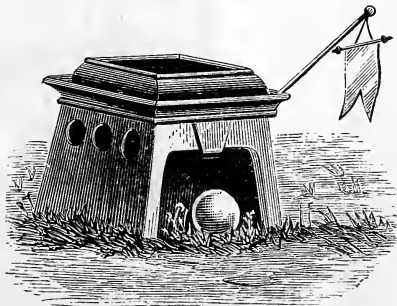
SORTIE.—SETS NOS. 10 & 13.



CASTLE.—SETS NOS. 10 & 13.



PORTE.—SETS NOS. 10 & 13.



BASTILLE.—SETS NOS. 10 & 13.

Number 10.

This set is of Malleable Iron, exceedingly rich and highly ornamented, and is in every respect a first class game. The balls and mallets are of box-wood in black walnut case, and counting dials accompany each game.

Price, \$100.00.

Number 13.

Similar in design to the above, we present another set, made of brass, highly polished, with nickel plate on every portion equal in durability and finish to No. 20. In the set are fine Turkey box-wood balls and mallets, in black walnut case, with counting dials. Extra care has been taken to render both this and No. 10, elegant and durable.

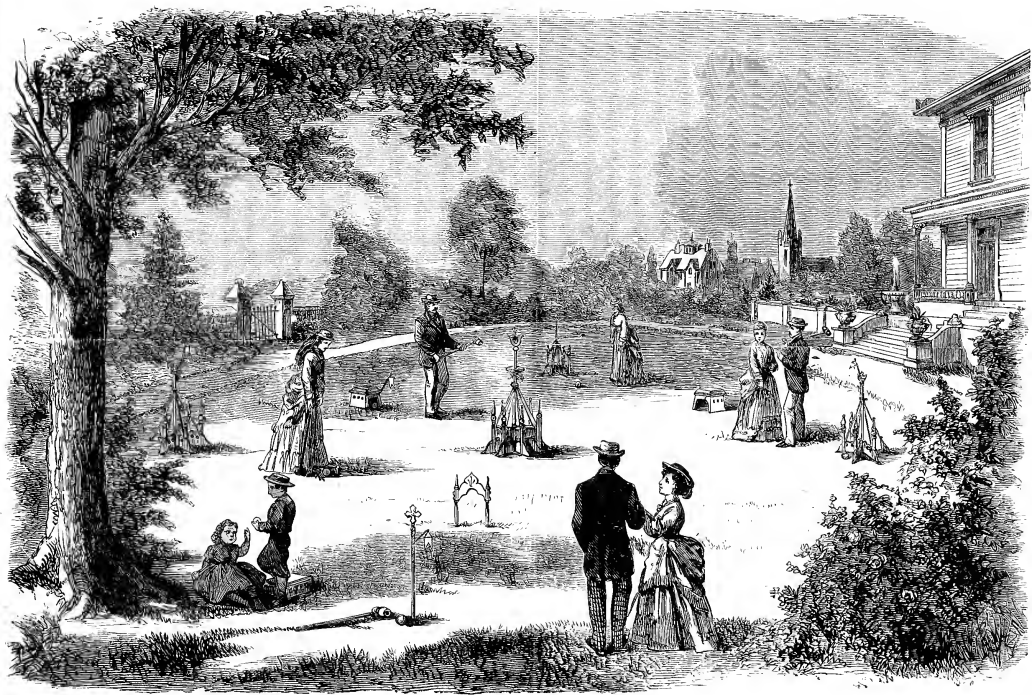
Price, \$250.00.

The above games are made *only to order*, and from parties unknown to us, 50 per cent. of the purchase price must accompany the order, which must be sent early, as it requires nearly 30 days to make a set of this pattern.

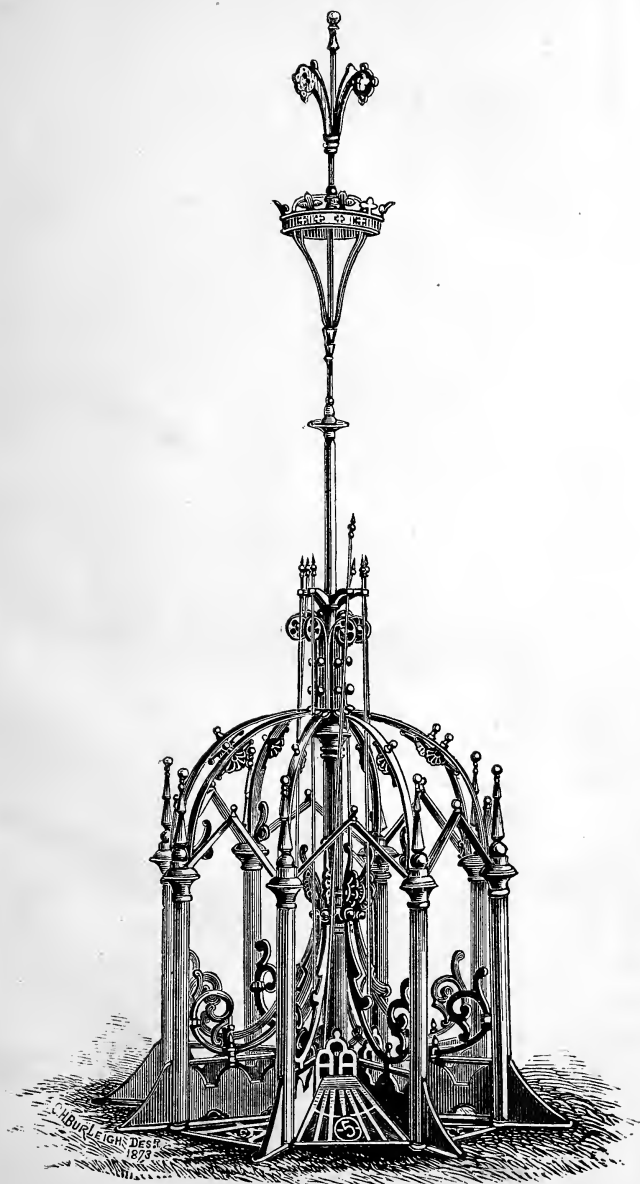
These sets weigh about 200 lbs., and are packed in two cases, the balls and mallets occupying one.







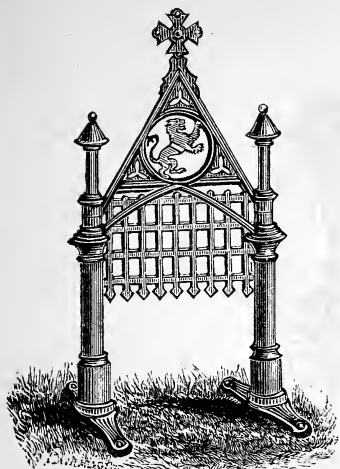




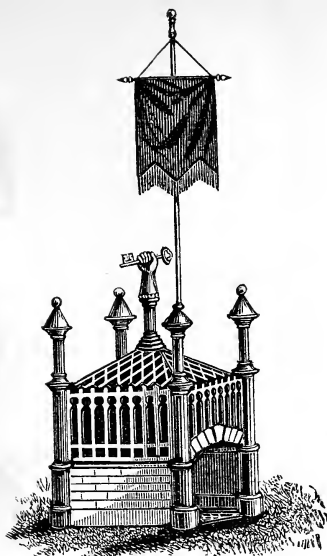
THRONE.—SETS NOS. 17 & 20.



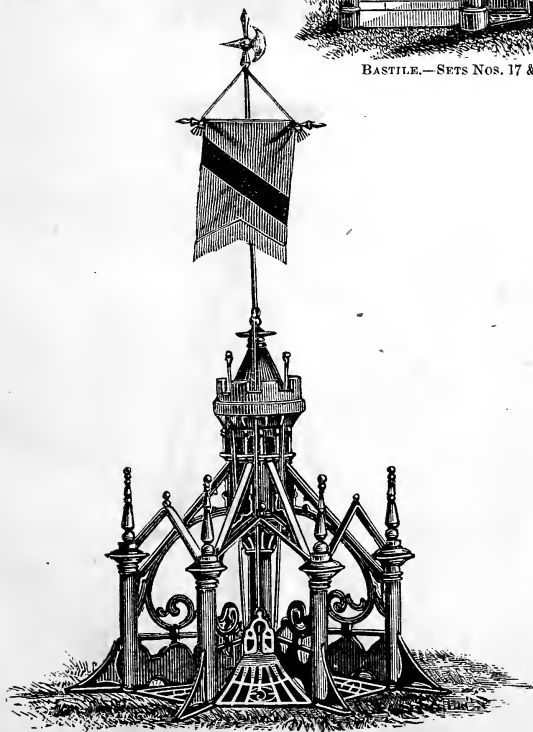
COUNTING STAND.—SETS NOS. 17 & 20.



PORTE.—SETS NOS. 17 & 20.



BASTILLE.—SETS NOS. 17 & 20.



CASTLE.—SETS NOS. 17 & 20.

Number 17.*

This set, the most elegant and elaborate in design of any game ever manufactured, is made of malleable iron, each piece composing it being highly ornamented and richly gilded. The extra piece—a beautiful counting stand,—has dials with movable hands, on which an umpire keeps the score of the game; it also forms a most convenient rack for the balls and mallets when not in use.

Price, \$500.00

Number 20.*

This set, however rich the surroundings, will give added beauty to any grounds on which it is placed. All pieces (except balls and mallets), are of solid brass, highly polished and doubly plated with nickel silver, and will withstand any exposure to the weather (even the salt sea air), without tarnishing. In addition to the beautiful counting-stand, there are silver counting-dials (one for each player), having watch-faces covered by Elgin crystals (very thick); a protruding knob allowing the hands to be turned, enables each player to keep his individual count. The balls, and mallet heads are of Turkey box-wood, while the handles are beautifully carved and tipped with silver ferules. These implements are inclosed in an elegant black walnut case, with inlaid panels.

Price, \$1000.00.

An order should be accompanied by 50 per cent. of the purchase money or proper references be given. One month will be required to complete one of the above sets after the receipt of the order.

* Owing to the number of pieces comprised in these games, they will be sent set up, and when unpacked are ready for use. The two bastiles will occupy one case, the two castles one, porte and garde one, the throne and the counting stand one each, which with case for the ball and mallet box will make in all six cases. The total weight of the whole being some 800 lbs.







FIELD OR GROUND.

ANY piece of grass land, of moderate size, will answer the purpose, but the nature of a game requiring so much accuracy of aim, will suggest that the more smooth and level the ground, the better adapted it is to the purpose. In shape, it should be oblong, as many feet in length and in width as possible. The diagram represents a field 55 feet by 30—the proportions and size of which should be observed as nearly as possible. The boundaries of the field are always determined by a line running parallel to and about two feet back of Castles and Sortie.

Arrangement of Sortie, Porte, Throne, Castles, Garde and Bastiles.

[See diagram page 3.]

FIRST place the Throne in centre of field.

Now with a line passing through figures one and eight, place Sortie and upper Castle at the farthest limit your ground will admit of. In the same manner place right and left Castles, by a line passing through figures seven and two of throne, one Castle to right and one to left of Throne. Divide the distance between Throne and Sortie, and place Porté with its centre directly on the line you have before drawn. In the same manner place Gardé, between upper Castle and throne, observing the same proportion of distance.

The centre opening in all Castles must open upon one directly opposite in Throne. Sortie when placed, should be directly on a line passing beneath Porté, to centre of section 8 of Throne. Section numbered 5 of the Castles when placed, will open directly upon sections numbered 7 and 2 of Throne.

BASTILES.

The Bastiles are single copartments and are placed one at each upper corner of field half way between the Castles, but a little outside of a direct line drawn from right to upper Castle and from left to upper Castle.

IMPLEMENTS.

THESE consist of 4 or 6 Balls, an equal number of Mallets, Throne, three Castles, Sortie, Porté, Gardé and two Bastiles. Great attention is paid to the material, size, shape and proportion of these, the whole being light and pleasing in appearance. When it is considered how much real enjoyment and healthful exercise can be derived from a collection of such simple articles, and that in many instances they protect from evil influences, by keeping the members in the household ranks, we can but look for a general adoption of this elegant amusement.

BALLS.

Are turned in an exact spherical form, corresponding to those used in Croquet, but classed however in a different order, as follows :

- | | | |
|-----------|------------|-------------|
| 1. Black. | 3. Blue. | 5. Gold. |
| 2. Brown. | 4. Purple. | 6. Scarlet. |

It is customary to paint some portion of the mallet to correspond with them, and it is a very great advantage, as it assists the memory to connect them with their respective balls.

MALLET.

The material of which the head is made is the same as that of the balls, their weight being in exact proportion to those with which they are to be used, so that they will yield freely to the blow given by the player.

The handle is straight-grained, well-seasoned wood, about three feet in length, turned smooth, and nicely polished.

SORTIE.

The starting point.

PORTE AND GARDE.

The position of Porté is directly in front of Sortie, about half way between Sortie and Throne.

The position of Gardé is half way between upper castle and throne.

THRONE.

The piece occupying place in centre of field with numbered copartments to receive the balls. The copartment numbered 8 should be on a direct line with centre point in Sortie.

CASTLES.

There are three, known respectively as Right, Upper and Left Castles, and occupying those respective positions, each with its centre point so placed with reference to throne that a line drawn from the centre point of Upper Castle passes directly through the centre of upper copartment of Throne, the centre and lower copartment of same and in a direct line to Sortie. The right and left castles should also be as accurately placed.

BASTILES.

There are two each of these having a single copartment, and of the same material as throne ; they are placed directly opposite, little outside of a line drawn directly from centre of right and left castle to centre of upper castle and on each side of Gardé, with the opening in each directed toward the point of Throne to the right and left respectively of centre copartment in it.

CASE.

To keep the implements in nice order, a case in which to place them is necessary, and always accompanies the game.

GENERAL DIRECTIONS FOR PLAYING.

THE game can be played by two, four or six persons. Four however, make a better game, and if there are but two, one of great skill can be played. In the absence of a regularly chosen

umpire, the leaders will act as such, and have a general supervision; their decision being final in all disputed cases. The Knights are first chosen, who then proceed to select their companion Maids of Honor. If the players are not evenly matched, points may be given either to individual players, or the whole side. The choice of color, balls, etc., is not arbitrary. The Knight who from position *En Sortie*, drives his ball the nearest to *Enthronement* of eight, selects his companion Maid of Honor first, and also has precedence in playing.

HOW TO HOLD THE Mallet.

So much has been said upon this point in manuals upon croquet, we deem it unnecessary to add more, as each player will be governed by their individual peculiarities.

HOW TO STAND.

The requisites of a correct position, are a firm footing, the body in an easy position for striking, a good sight of the line of projection. The position of the body determines in a great measure the success of a player.

WHAT IT IS TO BE BENET?

When a player fails in his attempt to pass his ball through *Porté*, the ball becomes *Benét*, and is placed near *Sortie* to wait the player's next turn.

HOW TO STRIKE.

Having a satisfactory poise, the next thing is to deliver the stroke, but first you must determine where to strike your ball. To drive a ball in the direction parallel with that from the toe of your right boot, to the toe of the left, the mallet must strike fairly upon the centre of the ball, or on a line passing through the mallet head and centre of the ball. Having thus rightly understood, swing back the mallet with an easy action of the wrist — moving the arm as little as compatible with freedom, and let fall upon the ball at the point indicated. The mallet should be allowed to fall by its own weight, rather than by any muscularly imparted impetus, as that has a tendency to impair the steadiness of the stroke. A very common cause of failure, is the twisting of the mallet head to one side just as the stroke

is given. The remedy is: Hold the mallet tight. Let the wrist play as loose as you like, but the hand must keep a firm grip of the mallet; a loose grasp is not only a fertile source of erratic play, but fatal to accurate striking.

ACCOSTE.

This is very simple, exactly as the Croquet is given in that game. The player has only to acquire the not difficult art of hitting the ball, and the ball only, and all is learned that is necessary, and is done as follows: When a ball has hit another ball, that is, attacked it, the player lays his own ball against the other so that it touches it, the player then places his foot on his ball, and strikes with the mallet. The effect of this will be to drive the other ball in any direction the player may choose, which of course will be exactly in an opposite direction to that in which he wishes to travel, that is into a Bastile.

N. B. This method however is not permissible except for the imprisoning of an opponent, or driving a King or Queen from its position or from the field through Porté.

Accosté in its most simple and less desirable form having been described above, we call attention to the science of Accoste, termed Fielding and Following.

FIELDING.

A player attacks the ball of another player, then placing his own ball against the side of one so attacked, endeavors to play upon his own in such manner as to force (if an opponent) the ball in an adverse position and at same time improve his own by Enthroning, Encastling or bettering his position in any way he can. Fielding differs from simple accosté insomuch as neither ball is held by the foot, both being moved by the stroke and leaving each other at such angles as the player may will.

FOLLOWING.

An attack being made, the player making such may repeat the attack as many times as he be able to do so without missing and may in any such strokes carry the ball of an opponent into Throne or Castle, but the ball must always be struck from the position in which the *attack* leaves it, (is not placed against the other ball as in Fielding).

All such Enthronments or Encastlements if made by opponents, count nothing to the score of the party to whom the forced ball belongs, but as regards its position, for next stroke is the same as if the party (whose ball was forced) had made such copartments or positions in their turn of play.

Illustration.—Ball B, lying between Throne and right Castle (and on whose turn to play would have Encastled) is attacked by an opponent's ball E, the latter can again hit the ball B, and drive it into the Castle, but B can score nothing for the Encastlement, and on his next turn to play it will be to pass beneath Garde en route for the upper Castle. Should however the ball B, be a friend, the Encastlement would count to their side. See Rule.

WHAT IT IS TO BE KING?

When a player has gone the rounds and Encastled twice in the left Castle, (in regular routine of the game,) he may either pass Porte and retire, or not do so and be a King with the privilege of travelling over the ground to assist players on his own side, or damage the prospects of those on the other. Thus it will be seen that a good King is of the greatest service to the side, and that the sooner he is placed *hors de combat*, the better for the other side. The players on the other side should therefore do all they can to make such a ball pass Porte by Accosting it if possible, as the best player being dead and unable to render farther assistance, the game often goes against that side.

THE GAME COMMENCES.

THE Black or Brown Knight, as the case may be, endeavors by striking his ball with mallet, to drive it under the arch Porte, and reach the centre point of Throne, which succeeding in doing by a direct stroke would entitle him to a double score of eight, *i. e.* sixteen; with a mallet length, he then strives to Encastle at the right, succeeding in which, he doubles the score

of place of Encastlement, then taking a mallet's length plays through Garde to the upper Castle, thence to Throne, thence to left Castle, when he becomes King and can either put himself out of the game by passing Porté, or strive to harrass the enemy, or assist his party. As soon, however, as he should miss passing Porté, Enthroning, Encastling or going through Gardé, either playing up the field or on return, his play is over until it becomes his turn again. Thus if he sends his ball through Porte, and it rests between it and Throne, he is entitled to another stroke by passing Porté, but should he Enthrone at that stroke, only the value of the copartment entered could be scored; should he not Enthrone, the opposing Knight then plays, and when it is the turn of the first again to play, he is not privileged to Enthrone, but shall Encastle. (See Rule 31.) If, however, he does not pass Porté, he is then Benet and must place his ball En Sortie, and wait till all the others have played, before he is allowed to try again. The opposite Knight playing, and the others in their respective orders, blue, gold, scarlet and purple.

To sum up briefly, the game consists of the *greatest number of points that can be gained by passing* from Sortie to right Castle, (if no Enthronement is made by two strokes from Sortie,) thence through Gardé to upper Castle, return through Garde to Throne, thence to left Castle, become King. It will thus be seen that it is of importance to make the score great as possible, by selecting those copartments of highest count, and by as many direct strokes as possible. The player who reaches the upper Castle first has advantage for a time, as in returning he will meet the other players at Gardé and have the opportunity by Accosté of placing them En Bastile. The one making or having the greatest score at last Enthronement of last player, wins the game, *or a certain number of points* may be played for, without reference to the field,—one great advantage over other games of this character.

RULES AND REGULATIONS.

THE FIRST PLAYERS.

1. Two of the party are chosen Knights. These two make a trial of skill in driving their balls from Sortie to centre compartment of Throne. The one whose ball is driven nearest it, has first choice of Companion Maid of Honor, and commences the game playing until his ball misses passing Porté, Enthroning or Encastleing, when the leader on the other side takes his turn.

ORDER OF SUCCEEDING PLAYERS.

2. The players on each side are to play alternately, according to their order of rank, and in which they are chosen — Black, Brown, Blue, Gold, Purple and Scarlet — and in which they play unchanged during the game.

3. A player continues to play until he fails in an attempt to pass Porté, Encastle, Enthroned or pass Gardé or misses his shot in attacking or following; or, when Encastled or Enthroned, he voluntarily relinquishes his play, preferring to remain *out* of danger in his place of Enthronement or Encastlement.

FIRST POSITION OF BALL — EN SORTIE.

4. On commencing, the players must place their balls En Sortie, in their order of succession.

5. A direct stroke from Sortie or Castles to an Enthronement, scores double the value of copartment entered.

6. If in two strokes from Sortie, the player does not Enthroned, on his turn again to play he must go to the Right Castle.

STRIKING THE BALL.

7. The first stroke must be to pass the ball beneath Porté.

8. The ball must be struck with one of the faces of the mallet head, never with its side.

9. The ball must be fairly struck and never pushed. A ball is considered as fairly struck when the sound of the stroke is heard, and pushed when the ball is propelled without the mallet being drawn back.

10. If a ball be struck otherwise than with the face of the mallet, if it be pushed, or if in striking at his own ball a player hits another, it is a foul stroke, and the player loses his turn, and any balls disturbed shall be replaced or suffered to remain at the option of the other side.

11. A player may play in any attitude, and use his mallet with his hands in any way he pleases, provided the ball is struck with the face of the mallet.

12. If, in making a stroke, a ball is driven beyond the limits of the field, it may be taken up and placed where it crossed the boundary line. If the ground is sloping and a ball roll back, it is to be replaced at the point to which it was driven before rolling back.

13. When the ball is by accident driven from its resting place, it is to be returned to the spot from which it was started.

14. In lieu of aiming at Throne, Castle, Porté, Gardé or Bastile, or at another ball, a player may strike his ball towards any part of the ground he pleases.

15. When stated that a player is entitled to three strokes towards Throne or Castle, it is not understood they are to be taken consecutively, but one at a time on each turn of play.

ATTACKING.

16. A player has three strokes towards Castle or Throne; should he choose to deviate for the purpose of an attack and *miss*, he will have lost one of the three. The attack for the purpose of Accosté, Fielding or Following, may be on either one or all of these three strokes.

ACCOSTE.

17. After making an Accosté (for explanation see page 22), the one so doing has another stroke, same as in Enthroning, etc. An Accosté however, is not permissible only for one purpose *i. e.* the imprisoning of an opponent.

FIELDING.

18. An attack being made the fielding stroke having been given, (see description page 22,) the player is entitled to another stroke, same as in Enthroning, &c., &c.

19. A player cannot field the same ball twice in one turn.

20. A player having three strokes towards either Castle or Throne prefers to deviate from a direct course to attempt an attack and misses it he cannot again attack, but must use his remaining two strokes to Encastle. (Same rule applies to Following and Fielding.)

FOLLOWING.

21. A player having by following put an opponent's ball in Throne or Castle, he must leave such ball there, and the ball so forced into such Throne or Castle, can score nothing for the Enthronement or Encastlement. (See "Following," pages 21 and 22.) Same rule applies to the following of a friend into any copartment, except that the score can be taken if both balls belong to same party.

22. After an Attack, if a player chooses to Follow in place of an Accosté or Field, he may continue to Follow until he misses, or finds it inexpedient to Follow further.

23. If he is compelled to stop by reason of a miss, he loses a stroke.

To Illustrate: It is turn of A to play, and he has three strokes from Throne to Right Castle, B is nearly in his track, he attacks B and takes the following stroke, continuing it until he misses, by which miss he loses his stroke, and when his turn has come again to play, he has but two strokes left toward the Castle, *but* if he chooses to stop Following *before* he has missed, then he may strike direct for the Castle, and count it as one of his three strokes.

PORTE AND GARDE.

24. The balls must pass through these in their regular order. If a ball passes outside of Porté or Gardé and Enthronement or Encastlement, such Enthronement or Encastlement is of no account, and he has no privilege above a regular miss. If, however, he should in his blunder enter a Bastile, the rules governing that are the same as if forcibly put in by an enemy.

25. If a player with one stroke drives his ball beneath Porté or Gardé (he continues his course as stated in rule 3,) and should he at this stroke make the passage and an Enthronement or Encastlement, would be entitled to double the score of copartment entered.

26. If a ball is struck through *Porté* or *Gardé* by a blow from another ball, or is by a friend or foe *Accosted* beneath either, it is considered the same as if its own player had made the stroke.

27. Any player at first stroke missing *Porté*, becomes *Benét*, takes his ball up, and when it is his turn again to play, places it *En Sortie* as at first.

28. If by direct stroke from *Sortie* a ball passes beneath *Porté* and *Enthrones*, its player scores double the value of place of *Enthronement*, but if one stroke is given to pass *Porté*, and another to *Enthron*e, only the plain value of the copartment is allowed.

29. A ball has fairly passed *Porté* or *Gardé* when it passes within and beyond it to any extent, so that if a mallet handle is laid across the outside of both points of arch, the ball will not touch the handle.

30. As soon as a player by his own stroke or that of an adversary passes *Porté* after he has *Encastled* for the last time in *Left Castle*, such ball is dead and must be removed from the field.

31. A player having passed *Porté* plays to *Throne* or to *Right Castle* as he may elect, but if after passing *Porté* he plays for the *Throne* and misses he has no right to again play to the *Throne*, but must, in his turn play for the *Right Castle*. (See rule 35.)

THE THRONE.

32. A ball, upon its play, securing position in any copartment of *Throne* is entitled to another play, and whatever score it makes by *Enthronement*.

33. A mallet's length is always taken from *Throne*, the end of the mallet handle being placed against the back of the copartment from whence the ball is taken.

34. When a ball enters any copartment of *Throne*, *Castle* or *Bastile*, with such force as to strike the back of such copartment and return into the field, it shall be considered the same as though it had retained its position in such copartment.*

* This rule holds good in all cases unless laid aside by especial agreement at the opening of the game.

35. A ball is considered Enthroned when more than half its diameter is within the outer points of the copartment.

36. As long as it remains in its copartment a ball Enthroned is safe from an outside attack, and the player having such ball deeming it inexpedient to venture out because of the proximity of his opponent may remain and pass his stroke, in which case, however, he does not have another stroke until his turn shall have again come.

37. A ball attacked by an opponent and entering any copartment of Throne, does not score the same as if the player had made the score himself, but, upon its turn to play, takes a mallet's length as usual in Enthronement.

CASTLES.

38. A mallet length from any copartment entered is always given. This rule is subject to modification. (See rule 49.)

39. A direct stroke from Castle to Throne or *vice versa* scores double.

40. A ball Encastled has same privileges as Enthroned.

41. If a player in three turns to play, fails in Encastleing he must pass to next position.

42. After passing Gardé on return from Upper Castle, a player has three direct strokes in which to Enthrone, the same rule applying to the playing to Left Castle from the Throne.

43. The order of playing the Field is from Sortie to Right Castle, if no enthronement is made. From Right Castle, beneath Gardé to Upper Castle, return beneath Gardé to Throne, thence to Left Castle, when the ball becomes a King or Queen, the last Encastlement making it such.

44. All copartments of Castles are numbered 3, 5, 3, five being the centre copartment.

BASTILES.

45. A ball either forced into a Bastile by an enemy or inadvertently finding position there, gives a score of five to the opposing force for liberation. Or, if the side to which the ball thus imprisoned belongs can force a ball of the opposing side into the other Bastile, an exchange of prisoners can be made, or if a Maid of Honor should be so imprisoned and a Knight of

same side can force an entrance into the same Bastile, by two direct strokes made in turn, both balls are liberated, and such Knight has an additional play. Same rule applies when a Knight is imprisoned,—the Maid of Honor liberating the captive Knight. A King or Queen En Bastile cannot be liberated or exchanged, but must pay to the opposing party ten for ransom.

KINGS AND QUEENS.

46. A ball becomes a King or Queen when it has passed around the field in the regular order of the game and has Encastled in the Left Castle.

47. When a King or Queen passes Porté, either by its own play or being accosted, it is dead.

48. A King has liberty to attack consecutively all the balls during any one of his turns to play, but must not attack the same ball twice in one turn.

49. When a field or lawn is very small and the pieces are placed very closely, a mallet's length should not be taken, but the ball should be placed directly opposite the copartment from which it is taken, and just far enough from it to allow a stroke to be given. Where the space is extremely limited, it is desirable to dispense with one Castle and one Bastile; the rules, etc., can be made in conformity to such arrangement by the players themselves.

NOTE.—If in playing, any point is discovered not fully and clearly defined by the rules, we request that a statement be made us of the point in dispute accompanied by a diagram showing position of Balls, and we will by return mail, send our decision.

Special Notice.

We will make sets from designs furnished by those who wish to have the exclusive ownership of them. We will also get up styles especially for our patrons, which style shall not be reproduced for any other person.

Orders for special sets should be sent early, as in order to draft the designs for a set as elaborate as No. 20, and to make the patterns and finish the game will take nearly three months.

TECHNICAL TERMS DEFINED.

ATTACKING : Playing at the ball of an enemy.

ACCOSTE (*A-kos-ta*) : To strike one's own ball when in contact with another.

BASTILES (*Bas-teel*) : The fortresses occupying the upper right and left of the field.

BENET (*Bee-nay*) : A ball that has failed in first stroke in passing *Porté*.

CASTLES (*Kas-tel*) : Those pieces having numbered copartments placed at upper end and on two sides of the field, the centre points being directly opposite to and upon line with centre point of Throne, and named respectively Right Castle, Upper Castle and Left Castle.

CHIVALRIE (*Shiv-al-ree*).

COPARTMENTS : The numbered half circle apertures in Throne and Castles.

COUNTING : Numbered dials accompany the games.

DOUBLE EN THRONEMENT. To pass beneath *Porté* or *Gardé* to Throne, or from Castle to Throne by one direct stroke and thus form a Double Score.

DOUBLE EN CASTLEMENT. To pass beneath *Porté* or *Gardé* to Castle, or from Throne to Castle by one Direct Stroke.

DIRECT STROKE : Passing by one stroke of the mallet, beneath *Porté* or *Gardé*, or from Castle to Throne or *vice versa*, and securing position.

DOUBLE SCORE : To count twice the original value of the copartment in which the ball finds position.

DEAD BALL : One that has taken an Out Stroke.

EN THRONEMENT : A ball taking position in any copartment of Throne, entitled to score the number of such copartment entered.

EN CASTLEMENT : A ball taking position in any copartment of any Castle and entitled to such score.

EN SORTIE : The position in which the balls are first placed. The starting point.

EN BASTILE : A ball holding a position in any one of the Bastiles.

FIELDING: The act of striking a ball when placed against another, the balls being moved by the stroke and leaving each other at angles.

FOLLOWING: (See description of *Accosté*.) The act of striking another ball repeatedly and driving it before the player into a Castle or Throne, but the ball is always struck from the position in which the attack leaves it.

FLINCH: When a ball with which a player is about to *Accosté* slips from beneath the foot.

FIELD: The space that would be enclosed were boundary lines run parallel with, and back of *Sortie* and Castles.

GARDE (*Gar-da*): The Arch or Portcullis occupying position between the upper Castle and Throne.

IN POSITION: A ball resting before *Porté*, *Gardé*, or any compartment of Throne or Castle.

KINGS: Those players who having passed the routine of the field and Encastled for the last time become by virtue of supremacy Kings.

KNIGHTS: Gentlemen players.

LADIES OR MAIDS OF HONOR: Those chosen by the Knights as companion players, to assist them, and designated by color of band upon ball.

MATCH: A certain number of games or points to be played for.

OUT STROKE: The stroke by which a player is put out in being driven through *Porté* after becoming king.

OUT OF POSITION: A ball so situated in the field that it can neither *En Throne*, *En Castle*, or pass *Gardé* or *Porté*.

PORTE (*Por-ta*): The Arch or Portcullis placed directly opposite and between *Sortie* and Throne.

PERDUE (*Per-doo*): A ball struck beyond the boundaries of the field.

QUEENS: Those Ladies or Maids of Honor who having passed the routine of the field and Encastled for the last time become by virtue of supremacy Queens.

SORTIE: A mallet's-length from the stake at the lower end of the field showing where the ball is to be placed for the first stroke.

THRONE: Piece having eight compartments. Its position being in direct centre of Field.

TOURNAMENT: The best of three matches.

ERRATA.

On page 22, in first line under "What it is to be King," the word "twice" should be omitted, as a player Encastles but once in either Castle.

In second line of Rule 30, page 27, the words "for the last time" should be omitted.

Rules 16 and 20 should be read as one.

After Rule 17, page 25, add "or driving a King or Queen from the field through Porte.



CHIVALLIE.

